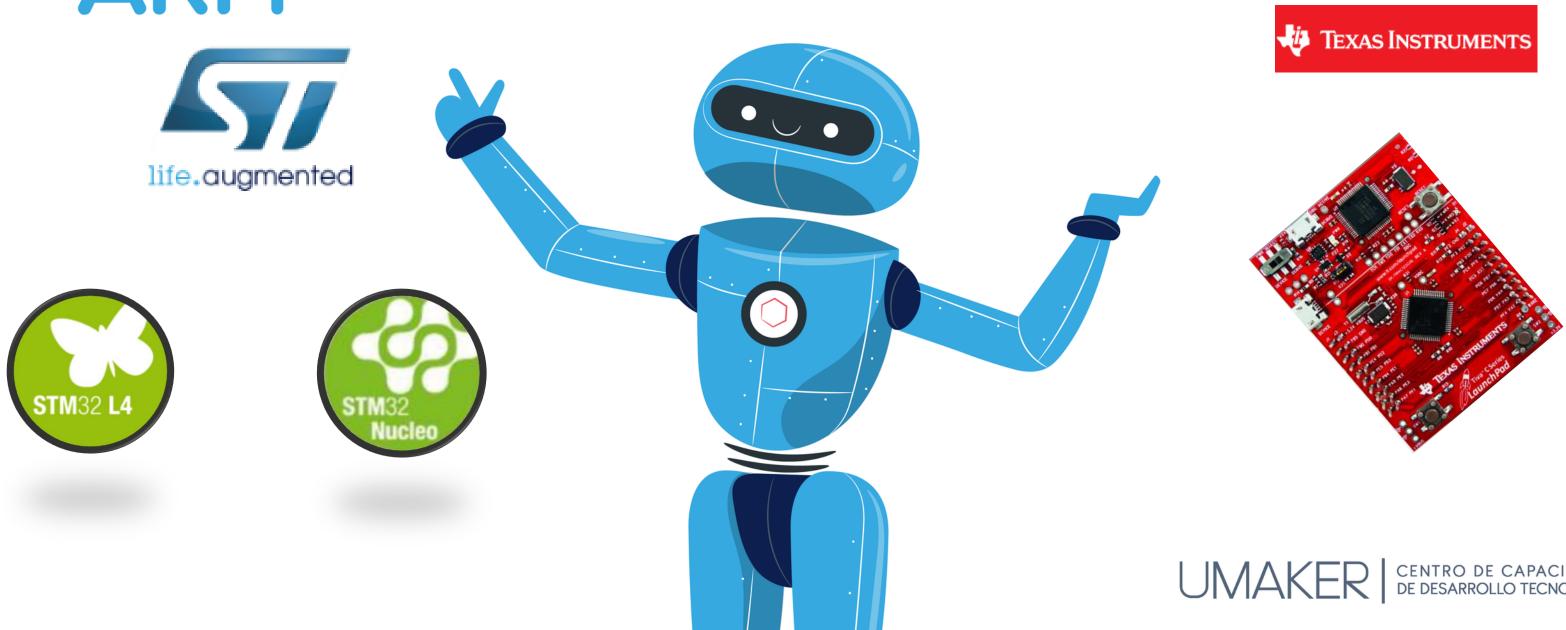
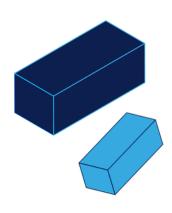
### CLASE 3: SYSTICK

## MICROCONTROLADORES ARM





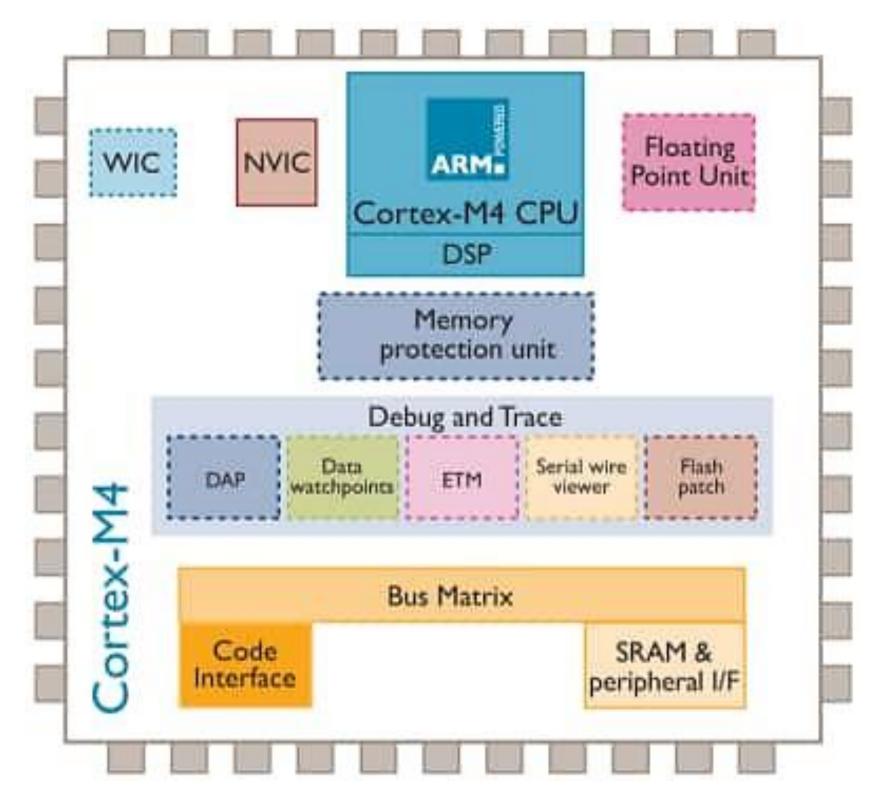
# PERIFERICOS CORTEX-M4





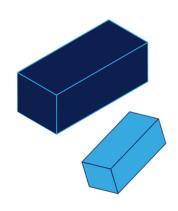


- SysTick
- NVIC
- SCB
- MPU
- FPU









## SYSTICK TIMER

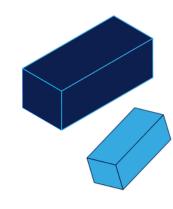


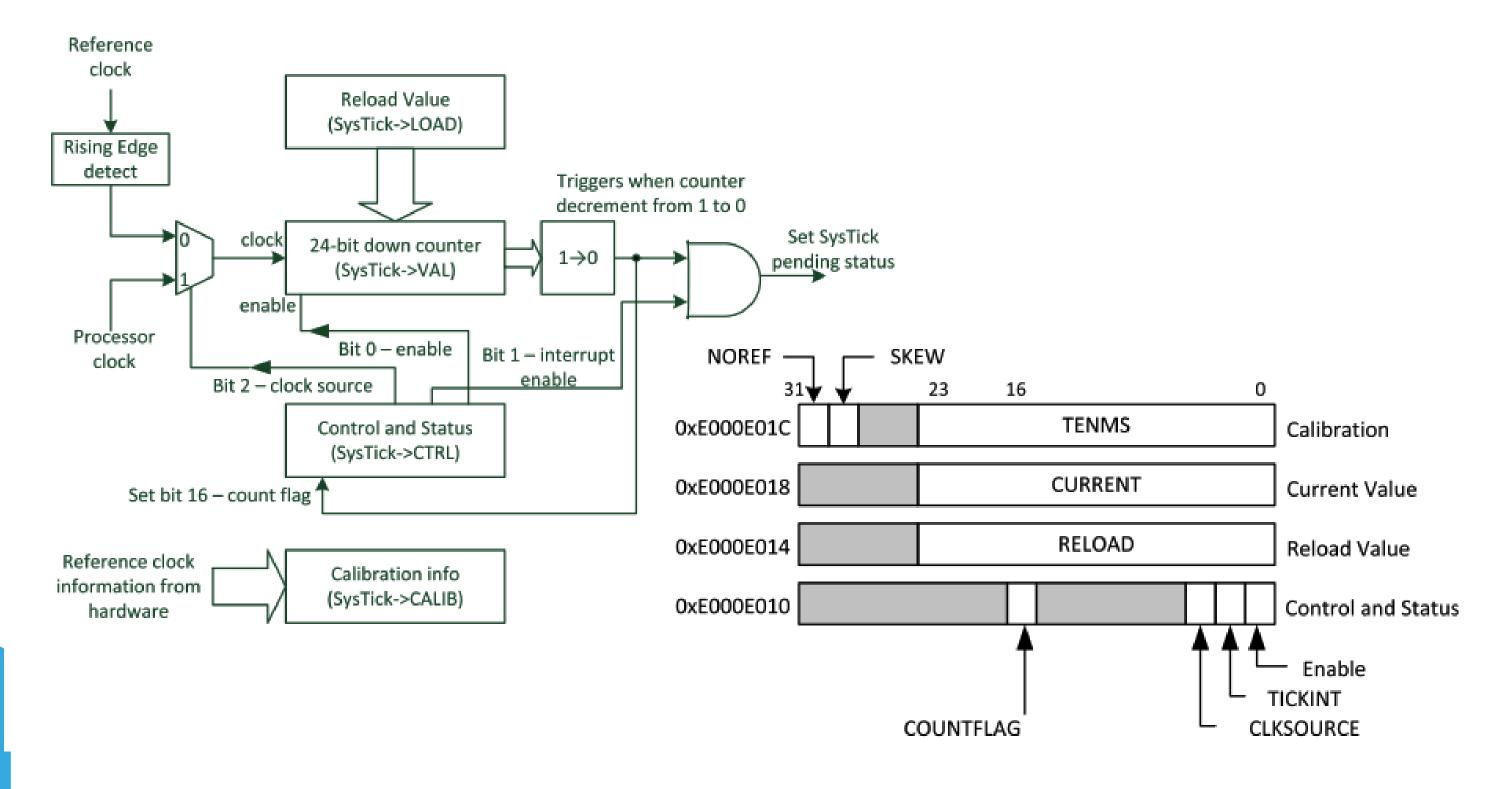
- El procesador CORTEX M4 incluye un temporizador del sistema integrado conocido como SysTick de 24 bits de longitud de palabra. El contador es de 24 bits y de decremento .
- El contador del **SysTick** se ejecuta en sincronización del reloj del sistema (system clock) o del oscilador interno (SYSCLK) divido por 8.
- Está integrado como parte del NVIC y puede generar la excepción SysTick (tipo de excepción n. ° 15).
- Si no necesita un sistema operativo integrado en su aplicación (RTOS), el temporizador SysTick se puede utilizar como un simple periférico temporizador para la generación periódica de interrupciones, la generación de retardos o la medición de tiempos.





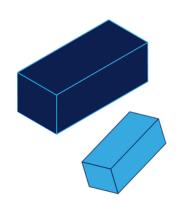
#### **FUNCIONAMIENTO**







UMAKER CENTRO DE CAPACITACIÓN DE DESARROLLO TECNOLÓGICO



# CONFIGURACION DEL SYSTICK TIMER





#### SYSTICK REGISTROS

SysTick->VAL

SysTick->CALIB

Address	CMSIS-Core Symbol	Register
0xE000E010	SysTick->CTRL	SysTick Control and Status Register
0xE000E014	SysTick->LOAD	SysTick Reload Value Register



0xE000E018

0xE000E01C



SysTick Current Value

SysTick Calibration

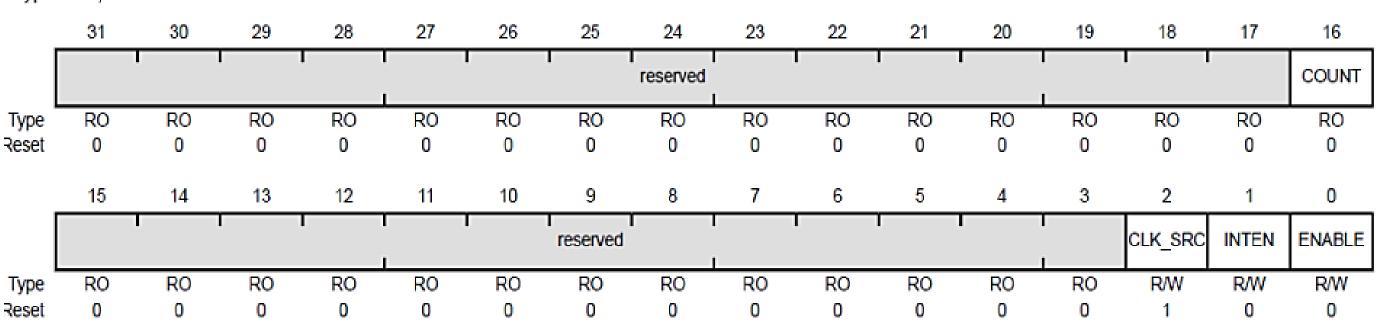
Register

Register

#### SysTick Control and Status Register (STCTRL), offset 0x010

SysTick Control and Status Register (STCTRL)

Base 0xE000.E000 Offset 0x010 Type R/W, reset 0x0000.0004



- Enable: 0 timer is disabled, 1 timer is enabled.
- INTEN: 0 Interrupt is disabled, 1 An interrupt is generated to the NVIC when SysTick counts to 0.
- CLK\_SRC: 0 (PIOSC) divided by 4,1 System clock.
- COUNT: 0 The SysTick timer has not counted to 0 yet, 1 The SysTick timer has counted to 0. This bit is cleared by a read of the register or if the STCURRENT register is written with any value.

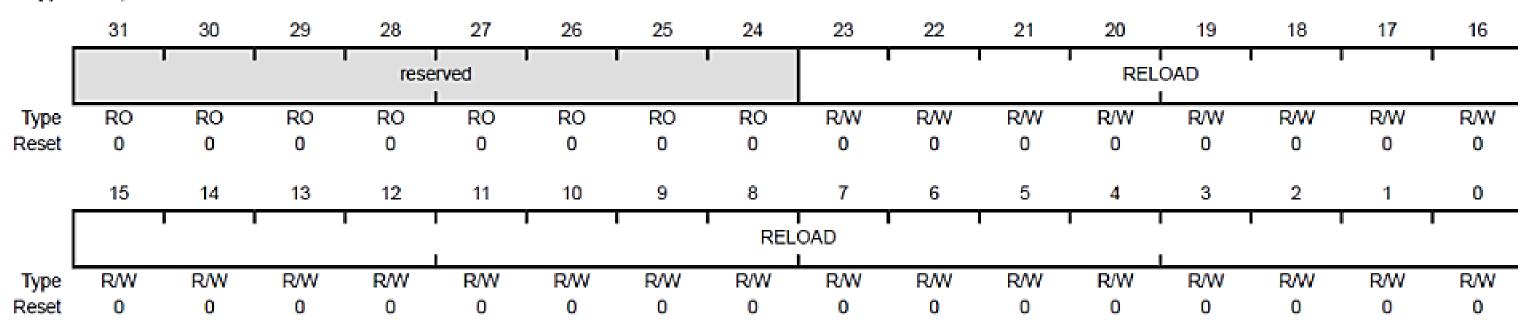




#### SysTick Reload Value Register (STRELOAD), offset 0x014

SysTick Reload Value Register (STRELOAD)

Base 0xE000.E000 Offset 0x014 Type R/W, reset -



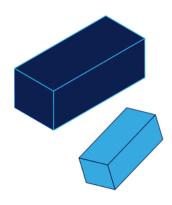
- The STRELOAD register specifies the start value to load into the SysTick Current Value (STCURRENT) register when the counter reaches.
- The start value can be between 0x1 and 0x00FFFFFF.
- The STRELOAD should contain the value N 1 for the COUNT to fire every
  N clock cycles because the counter counts down to 0. For example, if we
  need 1000 clocks of interval, then we make STRELOAD =999.











SysTick Current Value Register (STCURRENT)

Base 0xE000.E000 Offset 0x018 Type R/WC, reset -

	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	reserved						CURRENT									
Type .	RO	RO	RO	RO	RO	RO	RO	RO	RWC	R/WC	RWC	R/WC	RWC	R/WC	R/WC	R/WC
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CURRENT															
Type .	R/WC	R/WC	R/WC	R/WC	R/WC	R/WC	R/WC	R/WC	R/WC	R/WC	R/WC	R/WC	R/WC	R/WC	R/WC	R/WC
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

This register is write-clear. Writing to it with any value clears the register.
 Clearing this register also clears the COUNT bit of the STCTRL register.





#### CONFIGURACION DEL SYSTICK TIMER

Para la configuración se deben seguir los siguientes pasos:

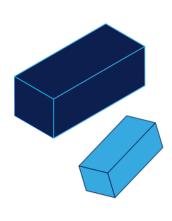
- 1. Desactivar el contador. ENABLE=0.
- 2. Cargar el valor de RELOAD.
- 3. Escribir cualquier valor en la cuenta para que se ponga a 0.
- 4. Configurar los registros de control y estado, incluyendo la activación.

```
ValorDe Recarga = SysTickCounterClock \times TemporizacionDeseada(s) \\ ValorDe Recarga = 50000000 \times 0.001 \\ ValorDe Recarga = 50000
```

Estos pasos pueden ser realizados por la función SysTick\_Config



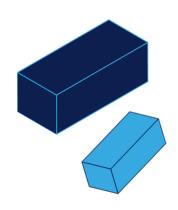




#### GENERAR RETARDOS CON EL SYSTICK TIMER

```
void delay_ms(uint32_t delay){
    uint32 t i;
    SysTick->CTRL = 0;
    SysTick->LOAD = SystemCoreClock/1000;
    SysTick->VAL = 0;
    SysTick->CTRL = 1 < < 2 1;
    for(i =0; i<delay; i++){</pre>
        while(!(SysTick->CTRL & 1<<16));</pre>
    SysTick->CTRL = 0;
```



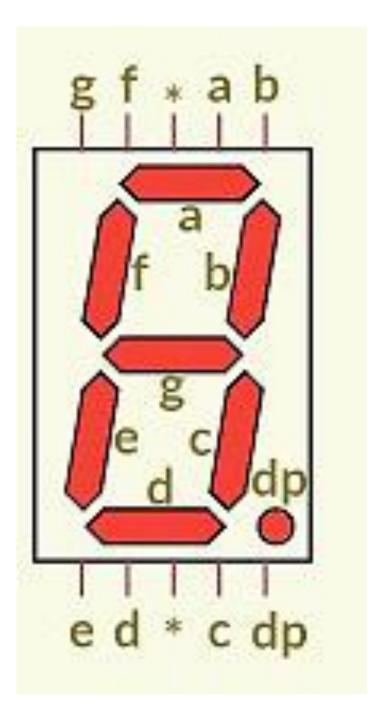


# MULTIPLEXACION DE DISPLAY DE 7 SEGMENTOS





#### DISPLAY 7 SEGMENTOS CATADO COMUN



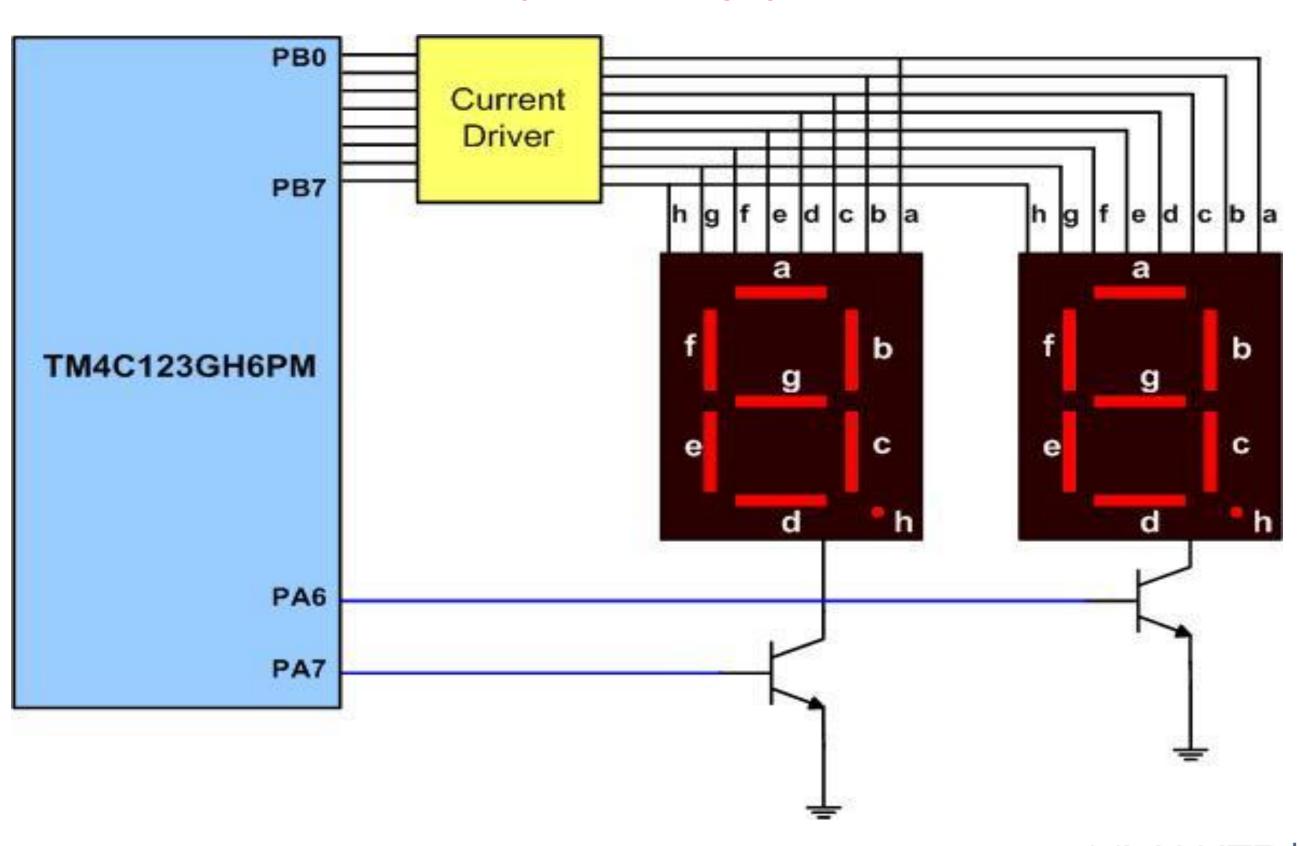
Num	<b>D7</b>	D6	D5	D4	D3	D2	D1	D0	Hex
									value
	•	g	f	е	d	С	b	а	
0	0	0	1	1	1	1	1	1	0x3F
1	0	0	0	0	0	1	1	0	0x06
2	0	1	0	1	1	0	1	1	0x5B
3	0	1	0	0	1	1	1	1	0x4F
4	0	1	1	0	0	1	1	0	0x66
5	0	1	1	0	1	1	0	1	0x6D
6	0	1	1	1	1	1	0	1	0x7D
7	0	0	0	0	0	1	1	1	0x07
8	0	1	1	1	1	1	1	1	0x7F
9	0	1	1	0	1	1	1	1	0x6F

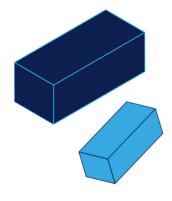




#### DISPLAY 7 SEGMENTOS CATADO COMUN

#### **MULTIPLEXACION**







# UVAKER CENTRO DE CAPACITACIÓN DE DESARROLLO TECNOLÓGICO